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There is no doubt that a small subscriber base exists for Timex/Sinclair, QL, & Z88 computers. The die hards seem to hang on in hopes that something new will come along. It seems that there is a decay of some user groups for lack of interest, and their associated newsletters. As a result some subscribers have lost financially. The quality of newsletters does not seem to be the sole cause of failure.

Probably, character of the computer user is the key to this whole thing. Some people go all out for something new and then after a few years, interest wanes. I recently read that some high school students are taking up low cost computing by purchasing the old Texas Instrument computers. Now, they are a new breed interested in user groups to help them learn the use of these computers, plus finding sources of programs.

Maybe remaining user groups will experience a membership increase from these young people. Our own user group has signed up several new members interested in using their TS 1000s, purchased a few years back.

Happy Valentine's Day.

## JANUARY MEETING MINUTES

The meeting was called to order by pro-tem chairman Michael Carver at 7:45 PM. The first order of business was to settle the question of the tie vote for our 1990 chairman, Ed Fry or Ken Lutes. A coin toss-spin by Mike settled the question as Ken's call came up.

In Betty Schaffler's absence, Dick Wagner volunteered to take minutes, thus solving the first decision for Ken.

About 10 members were present. Dick read excerpts from a nice letter from member Syd Wyncoop. Syd had sent the source code for 2 UP DATE magazine articles associated with the FD 68 interface. Syd also expressed his appreciation for the Christmas card signed by members.

Discussion of our possible c  
-over treasury balance followed. Dick had a 1989 cost of operation summary worked out using VU-CALC. It being apparent that that we would remain solvent with dues being dropped back to \$15.00, no vote was required to revert to this figure. A vote is only required to make a change from this basic amount.

Ken raised the question of further interest in rejuvenating the EPROM burner for the 2068. Ken thought he could construct one from details of the Orfelt model. Dick mentioned that his Oliger burner was being used by Duane Hewitt and suggested that we wait to get his report. This unit requires a mother board in place of a cartridge.

Rod requested some discussion\* of a member swap meet. This generated some thoughts about trying to get past members to bring unused equipment to sell. A problem of contact exists as past efforts indicates a fair number of changed addresses. Merlin has a list of remaining addresses. It was suggested that cards could be sent to these people to get an indication of interest. Further steps would be to send flyers to known possible participants. A possible date of Saturday, April 14 will be considered. This would take the place of a regular meeting. Jack volunteered to make a trial mailing once the mailing list was set up.

Rod reported on telecommunications. There are now 8 active Echos in operation that handle T/S communications in the U.S.

Tim Woods reported that his BBS had been out of operation for several weeks as he was in process of upgrading his program. He hoped to have it going soon.

The meeting was adjourned by Chairman Lutes.

Dick Wagner, Acting Secretary



# SCREENS CALIBRATION

Dick Wagner

There are 2 variables involved in producing a specific printed image size on a large printer from a screen dump, the number of dots per inch that the printer uses, and the number of pixels per inch that your monitor uses. We know that the maximum number of pixels across the screen (width) is 256 and the maximum down (high) is 176, no matter the screen size.

To illustrate, plot a maximum image on the screen of 256 pixels wide and 176 pixels high.

```
10 PLOT 0,0
20 DRAW 0,175: DRAW 255,0: DRAW
0,-175: DRAW -255,0
```

We will also need a drawing of 60 pixels wide and 72 pixels high later, so add:

```
30 DRAW 0,72: DRAW 60,0: DRAW
0,-72: DRAW -60,0
```

This will produce a small rectangle within the large one. Now make a screen dump to your large printer, using the printer driver program for your equipment. For my printer and monitor, I measure the screen image as 6.87 inches wide by 5.06 inches high. The printed size is 4.25 inches wide and 2.48 inches high. The fractional inches is converted to decimal for ease of handling. Do it on your computer.

Next establish the relationship between the printed image size and the screen image size. The width calculates to be  $6.87/4.25$  or 1.62, the screen image being 1.62 times larger than the printed image. Likewise, the length is  $5.06/2.48$  or 2.04, the screen image being this much greater than the printed image. Hardly a square relationship!

Checking this with the small square, I find that the one inch square image on paper measures  $1 \frac{5}{8}$  inches wide and  $2 \frac{1}{16}$  inches high, close to the ratios previously calculated.

One should realize that monitor images are not always symmetrical as magnets are used to correct distortion of image.

To use this information, let us suppose that you desire a printed image 2 inches wide and 1 inch high. Convert this to screen image with  $1.62 \times 2 = 3.24$  inches wide, or  $3 \frac{1}{4}$  being close. The image should be  $2.04 \times 1 = 2.04$  inches high. Decide where the image is to print across the paper and if you have no left margin control, this can be decided by using the number of printer dots (60/inch) to locate the left side of the image. Plot the boundaries on the screen for  $3 \frac{1}{4}$  by  $2 \frac{1}{16}$  and place marks on the screen at the corners. Use strips of masking tape or a china marker pencil, or a non-permanent felt marker. Now do your drawing within these boundaries and produce an image on paper of  $2 \times 1$ ".

In positioning the printed image, remember that the right boundary cannot be more than 256 pixels from the left side. Should we wish to print to the maximum right side, then our example of 2 inches converts to  $2 \times 60 = 120$  pixels. Subtract this from 256, leaving 136 pixels for a left margin. Use this for the PLOT position for marking the boundaries, using 135.

## CERTIFICATE

Jack Armstrong

NOTE: Member Jack Armstrong has re-worked the program by this name on the SINCUS library disk #102. Actually, he has made substantial changes when compared with the original program. Why a Certificate? Well, I have included a sample. You enter the text and select the border type from 14. The program prints the selected border type from line 5010. While the program only prints to a 2040 printer, my Oliger IF will make a screen dump with COPY /. When entering the program for line 5010 first enter the letters A-N in graphic mode (CAP S + 9). Later,

>>>>

after entering all of the DATA lines, make a RUN 9000 and then list 5000. The graphics will be displayed. The listing was made on my Panasonic printer but lines 5000 and 5010 were lifted from the 2040 print of these lines. The lines were then spliced in the listing.

--LET IT BE KNOWN:--  
THAT  
ED MARQUELING QUALIFIES  
AS SIDEWALK SUPERINTENDENT  
HAVING BEEN FIRST IN LINE  
ON DECEMBER 15, 1969 AT  
STONERIDGE/INTERSTATE 680  
INTERCHANGE

```

30 GO SUB 8000
40 RESTORE : GO SUB 9000
50 INPUT #1; AT 0,0;"How many l
ines will print (1-8)? ";1
60 IF 1>8 THEN GO TO 50
70 LET y=(2 AND 1=8)+(3 AND 1=
7)+(4 AND 1=6)+(5 AND 1=5)+(6 AN
D 1=4)+(7 AND 1=3)+(8 AND 1=2)+(
9 AND 1=1)
80 CLS : FOR i=1 TO 1

```

>>>



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```
9050 DATA 255,255,195,195,195,19
5,255,255
9055 DATA 129,66,60,60,60,60,66,
129
9060 DATA 0,255,255,0,0,255,255,
0
9065 DATA 0,24,24,126,126,24,24,
0
9070 DATA 0,60,126,102,102,126,6
0,0
9075 DATA 102,102,102,102,102,10
2,102,102
9080 DATA 60,126,195,195,195,195
,126,60
9085 DATA 204,204,51,51,204,204,
51,51
9090 DATA 24,24,0,219,219,0,24,2
4
9095 DATA 195,195,60,60,60,60,19
5,195
9100 DATA 0,238,238,0,0,238,238,
0
9105 DATA 231,231,231,0,0,231,23
1,231
9110 DATA 0,126,66,66,66,66,126,
0
9115 DATA 255,129,129,129,129,12
9,129,255
9190 STOP
9200 RANDOMIZE USR 100: SAVE "cr
tfct.B1" LINE 10
```

## PENETRATOR ON DISK

Dick F. Wagner

The game, Penetrator, at one time was a popular 2068 game. However, the load time from tape rather detracted from its interest. It is a fast flying "shoot em up" game suitable for 1 and 2 players plus the background can be altered and saved if desired.

Efforts to make a copy have floundered so I have always worked with the original tape. Now that disk systems are prevalent it seemed like a good idea to add it to my game disk. When I tried several methods to make a save none seemed to work. Success, when I used a tape header reader to find just what was on the tape. I was able to obtain the names, addresses and number of bytes of the 3 parts of the program.

The BASIC "penetrator" LINE 5 is a auto run loader program so I made my own loader program. The first screen program, "s" at 40000 with 691 bytes seemed usefull but not necessary. Note that it is at 40000 not 16384 for a normal SCREEN\$. The last MC program was "p" at 32768 with 32768 bytes. This is the mean of the game as it is all in these 32768 bytes.

A loader program for "s" and "p" was made up and saved to disk. Then the screen program, "s", was loaded from tape with LOAD "s" CODE. This was then saved as "s" SCREEN\$ to disk. Last, the machine code program "p" was loaded from tape with LOAD "p" CODE 32768, 32768. This was also saved to disk with "p" CODE 32758, 32768.

Using the same methods, a back-up copy of the program can be put on tape. By deleting the "s" program about 1/6-1/7 of the loading time can be saved.

Here are the steps to make a new tape or disk copy. First a loader program is required. For tape:

```
10 CLEAR:LOAD "P" CODE 32768
20 PAUSE 100: RANDOMIZE USR 32768
```

For the OLIGER disk system:

```
10 CLEAR: LOAD /"s" SCREEN$
20 PAUSE 100: LOAD /"p" CODE
32768
30 PAUSE 100: RANDOMIZE USR 32768
```

For the LARKEN disk system:

```
10 CLEAR: RANDOMIZE USR 100: LOAD
"s.C1" SCREEN$
20 PAUSE 100: RANDOMIZE USR 100:
LOAD "p.C1" CODE 32768
30 PAUSE 100: RANDOMIZE USR 32768
```

In each case, make the loader save with the appropriate save method for "penetrator" LINE 10. Use a suitable name for the LKDOS. After a load is made just press ENTER and the game will start. This is an easy way to put this game from Beam Software distributed under the Timex Sinclair label.

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There is one catch and that is the game provides for saving a redesigned background to tape, and then loading it back again. This is in MC and doesn't seem to lend itself to disk saves. I tried saving the original background on tape and then using a header reader, determine the address and length. It didn't work.

## **BITS & BYTES**

by: **ROD GOWEN**

Heard any TS related news lately? Did you get any information in the mail from other users, user groups, or vendors that may be of interest to our readers? If so, why not share it with us? We need all of the help that we can get. Please send any info that you might have to: Rod Gowen, C/O CCAT/S, 1419 1/2 7th Street, Oregon City, OR 97045, or, phone in at: 503/655-7484, NOON - 10 PM weekdays. I know that the entire user group will appreciate it!

## **ELECTION NEWS:-**

The elections were over in December, but we still did not know who would be at the helm of CCAT/S for 1990 until our January meeting! It seems that, for the first time in the history of CCAT/S, we ended up with a dead heat tie for the post of Chairman. Before we started the January meeting, Michael Carver, our out-going Chairman, had the duty of flipping a coin to determine the winner (loser?). Congratulations to Ken Lutes! We hope that you will enjoy your stint as "fearless leader" of CCAT/S.

## **SWAP MEET-**

During our January meeting we discussed the possibility of having a repeat of our popular "swap meet" of a year or two ago. It was suggested that we send out an invitation to all former members of CCAT/S and PATS groups as well as make it an "open to the public" meet. Problemss that crop up are: we cannot have more than 50 people in the normal meeting room at a time and therefore an alternate location

would be needed if we open it to public. The bank also frowns upon any "commercial" type enterprises. We would also need to change the time to Saturday or Sunday and that may cause some problems for some members. The one thing that we do not want to do is to try to make it too big. Our last one was just a regular meeting time without an actual business meeting and with the opportunity for members to bring in all of the used "un-used" items from the closet to see if someone else might be able to use it. All had hopes of maybe trading for something that they could use. It was actually a lot of fun and a lot of used gear really did get traded or more often, sold. If you have any comments on this plan, please attend the February meeting and take part in the discussions.

Talk to you later....

Rod

## **LIBRARY NOTES**

by: **ROD GOWEN**

DID YOU KNOW THAT CCAT/S HAS A VERY FINE LIBRARY OF NEWSLETTERS, BOOKS, MAGAZINES AND TAPES? You should!

We are fortunate to have all of this material available for our use. The sad fact is, only 1 or 2 of our group are currently taking advantage of this fine reference library. Maybe all of our other member think that they know everything that there is to know about the TS computer that they are using. I have found from over 9 years of using and enjoying my TS computers, YOU WILL NEVER KNOW IT ALL! YOU WILL NEVER KNOW ENOUGH!

We recently had to split the duties of cataloging incoming material into the library data base between two of our members. Jack Armstrong and Bill Dunlop were kind enough to volunteer to enter the data into our data bases. We are using PROFILE 2068 a PROFILE +5. Any of our members who have one or the other of these fine 2068 data bases can obtain a copy of the data base files for their own use. All others may browse through

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the files at the home of the library by appointment to see what is available.

The main data that needs to be entered into the data base is the constant flow of newsletters that come in each month. There is a wealth of information in these publications. Jack and Bill are currently doing this on a "rotating" basis. Jack takes the information that comes in during December and scans the material. He then enters the pertinent information for each item of interest into the Profile 2068 database. He then converts the files to ProFile +5 format and saves them to disk. The current club format is LARKEN DISK for these files. They can be put on cassette for those members still using this method. When Jack is finished with the newsletters and magazines for December, he brings 2 copies of the files along with the December material to the February meeting where he gives one copy and the material to me for entry into the Library and the other copy to Bill Dunlop who will also get the material that has come in during January. He will then proceed to repeat the process that Jack has just finished. This method should work out and should lighten the load for each of them.

What we do need now is some volunteers to take the materials that we receive and organise it into the proper folders and binders for storage. The volunteers would need to pick a newsletter or magazine and and hole-punch them and put them into the proper binder. There may be some labeling required. Not too hard a job. Just one of the many things that make a club like ours work. Volunteer effort! Without it we would not be here. After all, none of us is being paid for what we do for the group effort.

If you would like to volunteer to help with the library, either in entering data or by helping to organise the materials, please get in touch with me at any meeting or you can phone me at: 655-7484 between the hours of NOON ad 10 PM

Tuesday through Saturday. If you want to look through the library materials, call the same number for an appointment.

## GOLDEN GOODIES FOR 2068 USERS

The following tips, etc for 2068 programming is from a collection assembled by George Mockridge of TIMELINZ newsletter. These are a little more "advanced" than some that have been published before.

POKE 23730 & 23732 with RAMTOP  
\*\*resets RAMTOP W/O destroying variables that were not defined in the program.

```
1 POKE 23732,0: POKE 2+673,0
9999 PRINT INT ((PEEK 23672+256*
PEEK 23673+.5)*100/60.1145+.5)/100
**GOTO 9999 TO FIND THE ELAPSED TIME
IN SECONDS THAT A PROGRAM HAS BEEN
RUNNING.
```

```
FOR N=16384 TO 22527: LET X=PEEK N.
POKE N,255-X: NEXT N
**inverts the screen display
```

```
LET A=1: IF (INT (N/2)*2-N)<>0 THEN
LET A=-1
```

```
**determines if N is EVEN or ODD.
A=(+1) if EVEN, (-1), if ODD.
Normal method of (-1)^N will not
work on 2068. Try LET A=COS (N*PI
also works but slower.
```

```
1 REM SCREENSAVE
5 DATA 33,0,64,17,166,222,1,0,27,
237,176,201
10 DATA 33,168,222,17,0,64,1,0,27,
237,176,201
20 FOR I=65300 TO 65323: READ A:
POKE I,A: NEXT I
30 STOP
** save a screen to address 57000 &
instantly recall it. RAND USR
65300 to UPLOAD & RAND USR 65312
to RECALL
```

```
POKE 26692,83
**puts line EDIT at top of screen.
POKE 26692,75 resets the screen
```

```
LOAD ""CODE: RAND USR 33792
**try this method to load programs
that will not load
```

=====

**LARKEN LINES**

by: **ROD GOWEN**

Hello Again! We hope that you are makeing good use of your Larken systems and we also hope that you are looking forward to more products to make use of your system. We, at THE PLOTTER, hope to keep bringing you as much information as we can get.

We only have one MAJOR problem with doing this:-

**WE NEED YOUR INPUT!!!!!!!**

If you are a Larken user and have a problem, a hint or tip that you have come across, or have converted or written a program that you would like to share with other Larken users, PLEASE, mail them in to the address on the back of this newsletter. We cannot and WILL NOT do this all by ourselves!

Did you like the instructions given for the DISK MANAGER program? Did you enjoy Dick Wagners' article last month? If so, just think how much others would like to read what you have to say!

Till next time.....

**-NOTICE-**

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